

NINTENDO DS™

NTR-AHQE-USA

Disney's

Herbie RESCUERALLY



Disney

INSTRUCTION BOOKLET

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any copying device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



**Wireless DS
Multi-Card
Play**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.**

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

LICENSED BY



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It's Louise Noble's first day at her new job at the Swift Valley Speedway. She wants to go racing with the guys after work, but she doesn't have a car. Her friend lets her use an old car named Herbie. It doesn't take long for Louise to figure out that Herbie is no ordinary set of wheels!

One day Louise challenges a strange inventor to race, but his car explodes in a ball of fire. The inventor was trying to copy Herbie's technology to help him win the upcoming Cross State Grand Prix.

Louise finds out the inventor is the same Edward Vile who owns the E. Vile Corporation. The company is planning to purchase the land where the Noble family Animal Sanctuary is located and turn it into a sewage dump!

Even though Louise is heartbroken about losing the Animal Sanctuary, she decides to enter the Cross State Grand Prix. Once she passes the qualifying round, Louise finds out she's pitted to race against Edward Vile and his Herbie knock-off, Herman. Can Louise and Herbie compete with the priceless car and its evil inventor?



2

GETTING STARTED

1. Make sure the POWER switch is OFF.
2. Insert the *Disney's Herbie: Rescue Rally* Game Card in the Nintendo DS™ slot.
3. Turn the POWER switch ON.

NOTE: *Disney's Herbie: Rescue Rally* Game Card is designed for the Nintendo DS™ system.

4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. If the game does not automatically launch, select the *Disney's Herbie: Rescue Rally* game icon from the DS launch screen.



3

CONTROLS

MENU CONTROLS

+Control Pad Up and Down

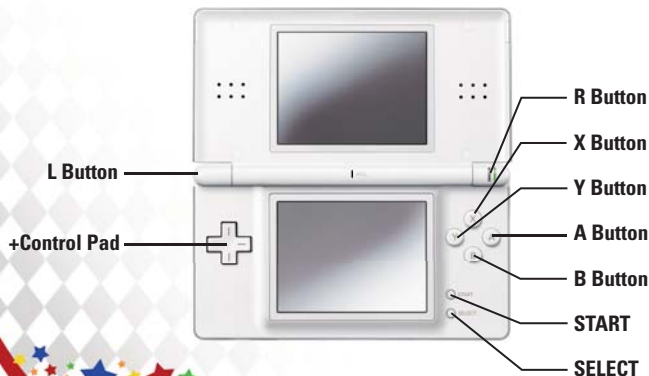
A Button

Touch Screen

Highlight Menu Options

Select

Select with the stylus or your finger



BASIC CONTROLS

+Control Pad	Steer Herbie/Navigate Menus
R Button	Power Slide
X Button	Use Power-up/Honk Horn
Y Button	Change Camera
A Button	Accelerate/Confirm Selection
B Button	Brake/Cancel Selection/Reverse (hold down)
Touch Screen	Use Power-up

Power Slides

Press the **+Control Pad Left** or **Right** along with the **R Button** to power slide. Use the power slide function to quickly slide around turns without needing to brake. If done correctly, you'll get a speed boost!

Turbo Starts

Every race begins with a sequence of colored lights: three orange lights then flashing green lights. If you press the **A Button** when the green lights go on, you'll start the race with a turbo boost that brings you up to top speed much faster.



ON-SCREEN DISPLAY

Power-up



Happy Herbie Meter

Speed

Race Position

Lap

Circuit #

Current Power-up

The icon shows the type of power-up currently in your arsenal. Press the **X Button** or use your stylus on the Touch Screen to activate the power-up.

Speed

This shows your current speed in miles per hour.

Happy Herbie Meter

The Happy Herbie Meter is at the top of the screen. To fill the meter, collect Herbie markers as you race. "53" markers fill up the meter. Once the meter is full, a Herbie Moment will be activated. You'll see an arrow pointing to a target. Drive to the target to activate a secret special move! When in Herbie Moment, follow instructions on Touch Screen for a full boost!

Race Position

The race position shows your current position in the race and the total number of racers.

Lap

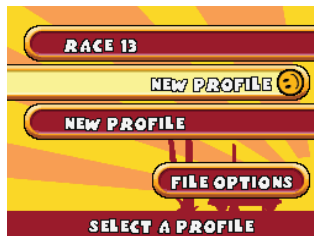
The lap display shows the current and total number of laps.



Profile Selection Menu

Choose an existing profile or start a new profile. You can have up to three profiles saved at a time.

To start a new profile, select a slot called New Profile. After selecting a New Profile select Play and the game will auto save your progress at certain locations in the game. The new profile will be saved so you can use it later.



MAIN MENU



Play

Select Play to start a single player *Disney's Herbie: Rescue Rally* game.

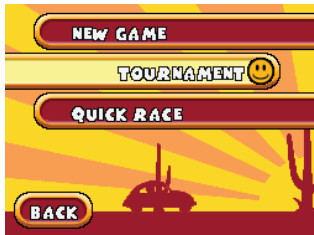
Story Mode

Story mode takes you through a series of races that test your skills as you go along. Your game progress in Story mode is automatically saved at the end of each race. As you play through Story mode, you unlock races that can be played in Quick Race mode, Tournament mode and Multiplayer. You can also unlock bonus horns, power-ups and multiplayer vehicles.



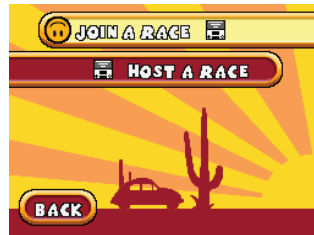
Tournament

Tournament mode pits you against three other AI-controlled cars in competitive races. Play through all the races and win points based on your position. If you get silver or gold in the race, you'll unlock the next tournament. Tournament mode races are difficult and competitive, so come prepared!



Quick Race

Quick Race allows you to race on any track you've unlocked in Story or Tournament modes.

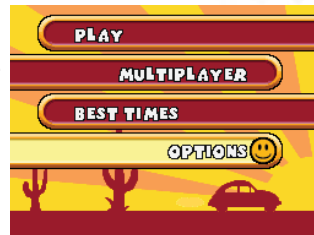


Multiplayer

Select Multiplayer to race against up to three opponents on any tracks you've unlocked in Story mode. There are seven cars to choose from. See page 17 for more info.

Options

Select Options to change your audio and difficulty settings and see the game credits.



Change Profile

Change Profile allows you to return to the Profile Selection Menu if you wish to change profiles.





Select Bonus to customize Herbie's sound! But first, you have to unlock Bonus options in Story mode. Once you've unlocked the bonuses, you can change Herbie's horn sound.

PAUSE MENU



Press **START** during a race to pause the game. From the Pause menu, you can resume the race from where you left off, restart from the beginning or go back to the Main Menu.



RACE TYPES



Normal Race

Normal Race is the standard race mode where four cars compete to finish first!

Boost Race

Race one at a time to get as far around the track as you can in a set time limit. Turbo patches help you get maximum distance!

Against the Clock

Race one at a time around the track, picking up clocks as you go. You have a fixed amount of time to get round the track and each clock gives you one extra second! Complete the required number of laps to win gold!

Head-to-Head

Race against another car in a match-up of who's faster. Cross the finish line first to win!



POWER-UPS



Crazy Autopilot

Crazy Autopilot causes Herbie to flip around backwards and drive at top speed in reverse. Don't worry, the autopilot will do the steering.



Tire Throw

Activate Tire Throw to shoot a tire in the direction Herbie is facing. If the tire hits any vehicle, they'll spin out of control!



Wheelie Boost

The Wheelie Boost makes Herbie pop a quick wheelie. You'll get a temporary speed boost while driving on the two rear tires.



Oil Squirt

Use the Oil Squirt on the road behind you and watch those competitors spin! Oil slicks right before turns are the most effective.



Homing Tire

The Homing Tire is just like the Tire Throw, but it has a guidance system that locks onto the nearest target. If you hit a competitor with a Homing Tire, they won't have a chance!



Dodgem Derby

Dodgem Derby turns Herbie into a Dodgem car, making him invulnerable to crashes and skids. If Herbie connects with another vehicle while Dodgem Derby is active, the other car will know they've been hit!



Cheer Boost

The Cheer Boost is just like the Wheelie Boost, but you control the duration of the wheelie with your voice! When you activate Cheer Boost, you'll see a microphone icon on the Touch Screen. The amount of noise the microphone detects will be shown. Scream as loud as you can to stretch out the Cheer Boost as long as possible!





Random

The Random power-up is represented by a big question mark on-screen. You won't know what you'll get until you activate it!



Reverse Steering (Multiplayer only)

When you activate Reverse Steering, all the other racers in your Multiplayer game will have their steering reversed for a few seconds. When they press the **+Control Pad Right**, they'll go left. When they press the **+Control Pad Left**, they'll go right. Watch the fun!



Magnet Madness (Multiplayer only)

Magnet Madness is another Multiplayer-only power-up that affects your opponents. When you activate it, their cars become magnetized, making steering very difficult! Use it when two opponents are next to each other and watch them stick together.



MULTIPLAYER



You can play Multiplayer *Disney's Herbie: Rescue Rally* games with up to three of your friends. One player is the host of the game and the other players join the game.

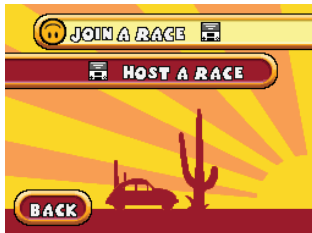
Hosting a Game

1. From the Main menu, select Multiplayer, then select Host a Race.
2. Wait for the other players to join your race.
3. Once two or more players, including the host, are in the lobby, touch **START**.
4. After you choose your settings, each player gets to choose their own car. Then the race will begin!



Joining a Game

1. Up to three players can join a Multiplayer race. Everyone needs their own *Disney's Herbie: Rescue Rally* Game Card.
2. From the Main menu, select Multiplayer.
3. Select the host you want to join.
4. Wait for the host to select the game settings.
5. Choose your car.
6. The game will begin when the host pushes **START GAME**.



NOTES

A white Volkswagen Beetle with racing stripes and the number 53, surrounded by colorful stars and a checkered flag pattern.